FIG. 1

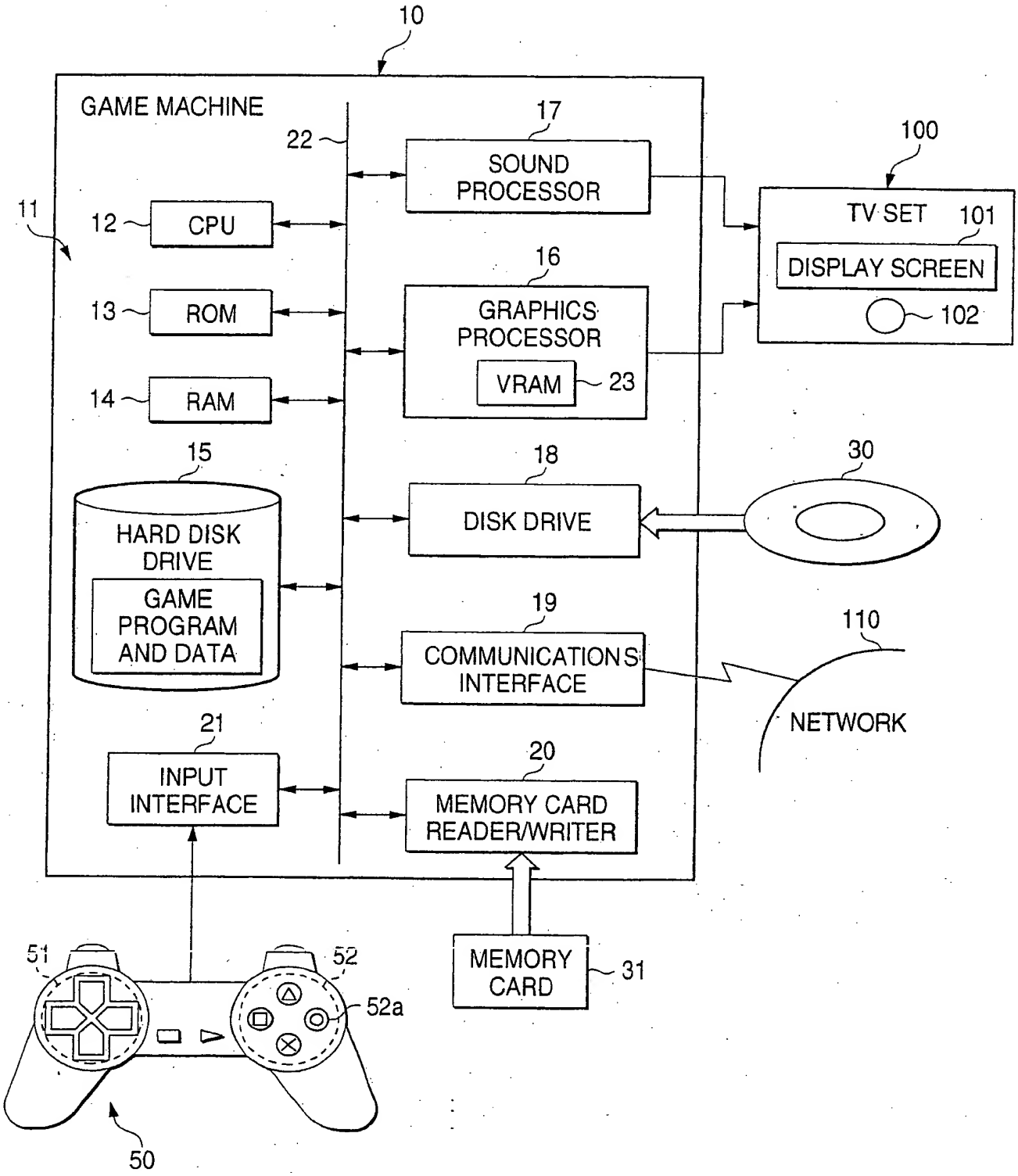

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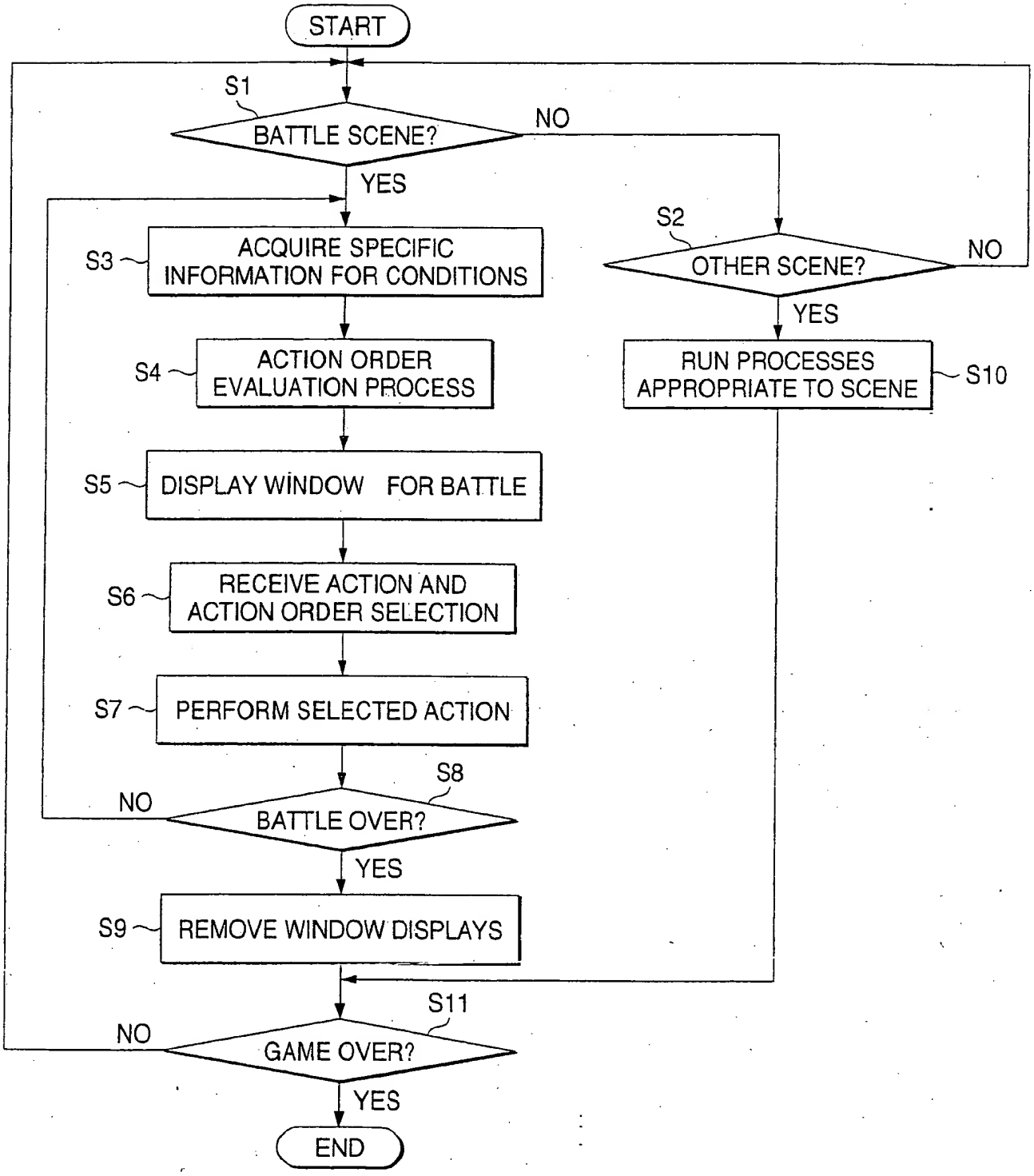
FIG. 2



EP 0 823 268 A1

FIG. 3A

CHARACTERISTIC (SPEED)	COEFFICIENT K1
0	64
1	56
2	52
3	48
4	40
5	32
10	28
15	24
20	20
30	16
40	12
60	8
99	2

FIG. 3B

ACTION PERFORMED	COEFFICIENT K2
NORMAL ACTION	3
USE ITEM	2
SPECIAL ACTION	5
(ENEMY CHARACTER)	3

FIG. 3C

STATUS	COEFFICIENT K3
NORMAL	1
HASTE	1/2
SLOW	2

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FIG. 4

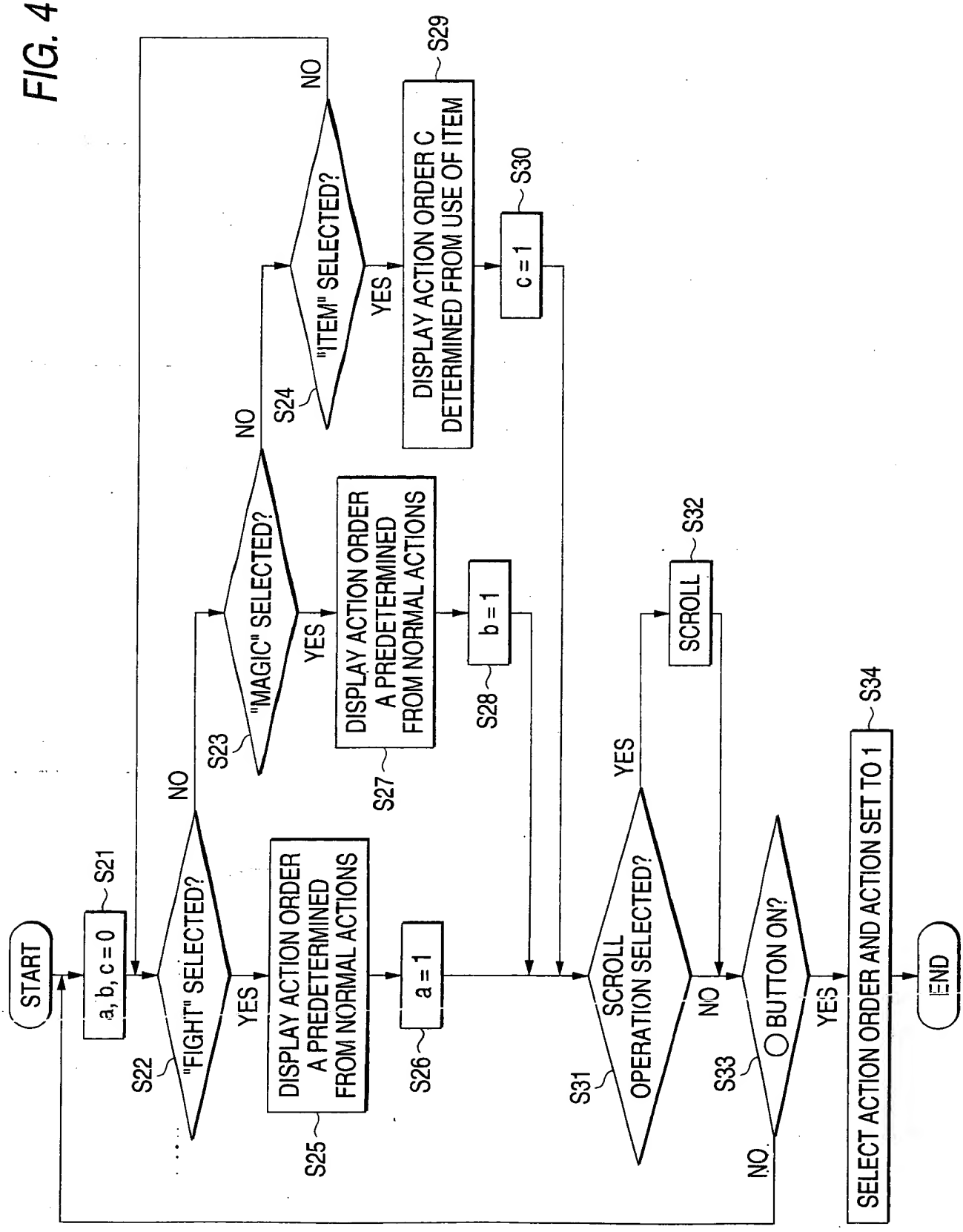
START
a, b, c = 0
S21
"FIGHT" SELECTED?
S22
NO
YES
DISPLAY ACTION ORDER A PREDETERMINED FROM NORMAL ACTIONS
S25
a = 1
S26
"MAGIC" SELECTED?
S23
NO
YES
DISPLAY ACTION ORDER A PREDETERMINED FROM NORMAL ACTIONS
S27
b = 1
S28
"ITEM" SELECTED?
S24
NO
YES
DISPLAY ACTION ORDER C DETERMINED FROM USE OF ITEM
S29
c = 1
S30
SCROLL OPERATION SELECTED?
S31
YES
NO
SCROLL
S32
○ BUTTON ON?
S33
NO
YES
SELECT ACTION ORDER AND ACTION SET TO 1
S34
END

FIG. 5A

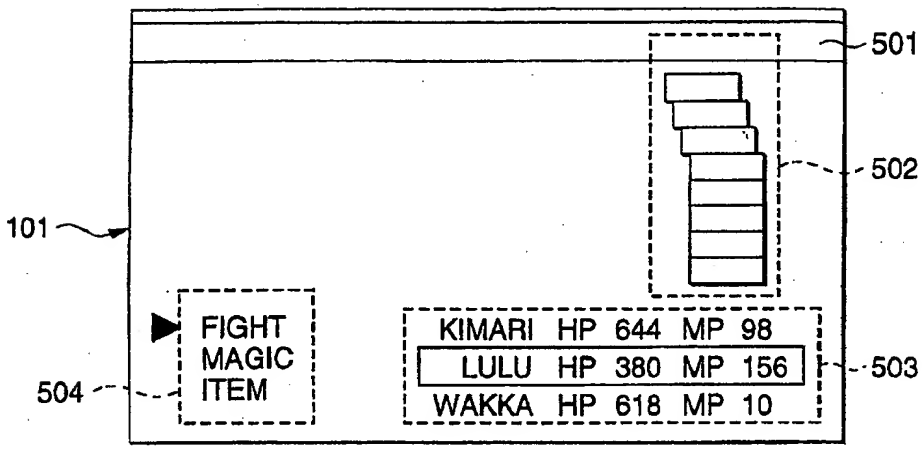

FIG. 5B

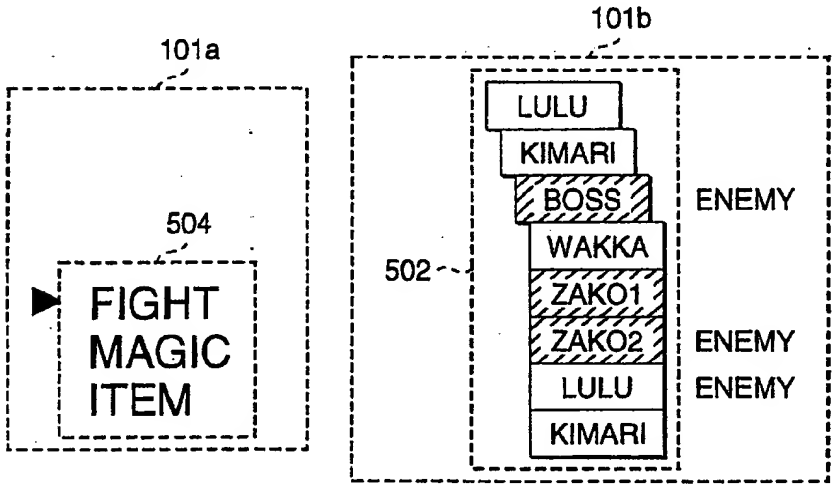

FIG. 5C

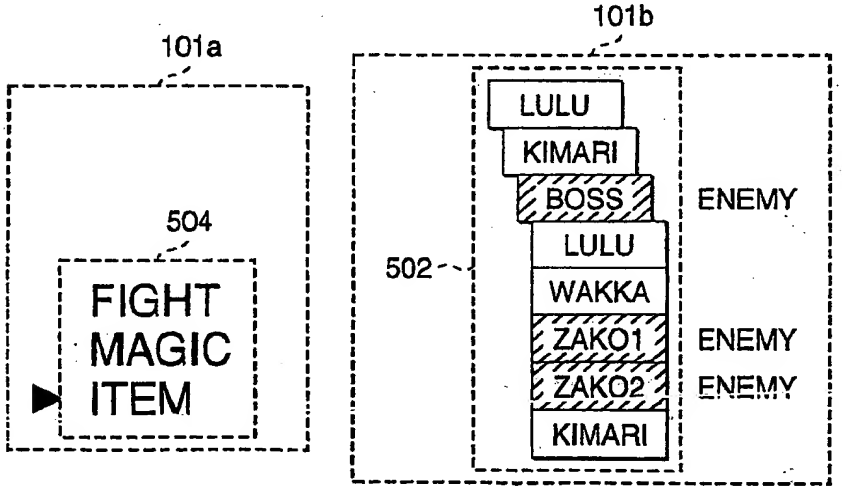

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FIG. 6

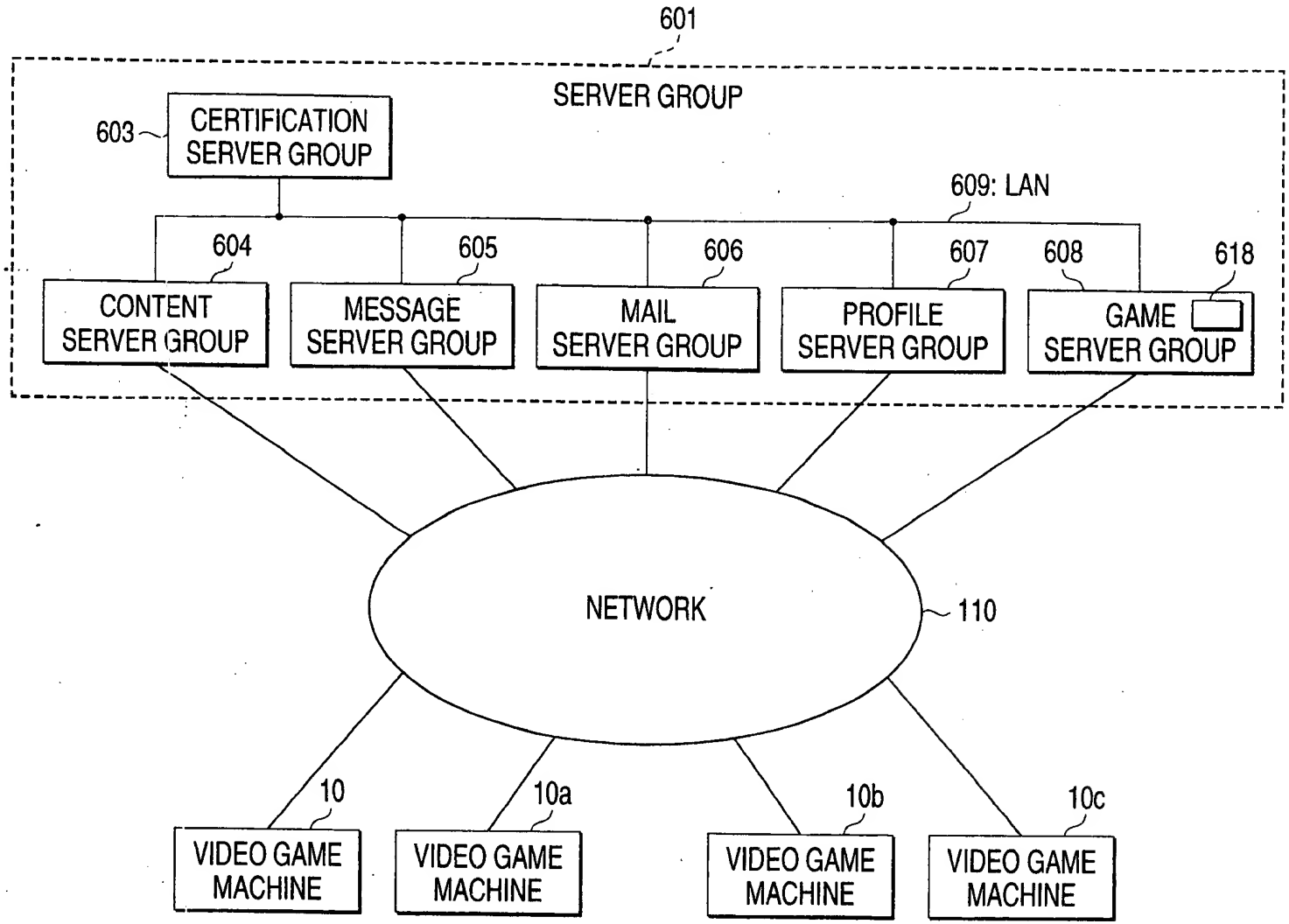
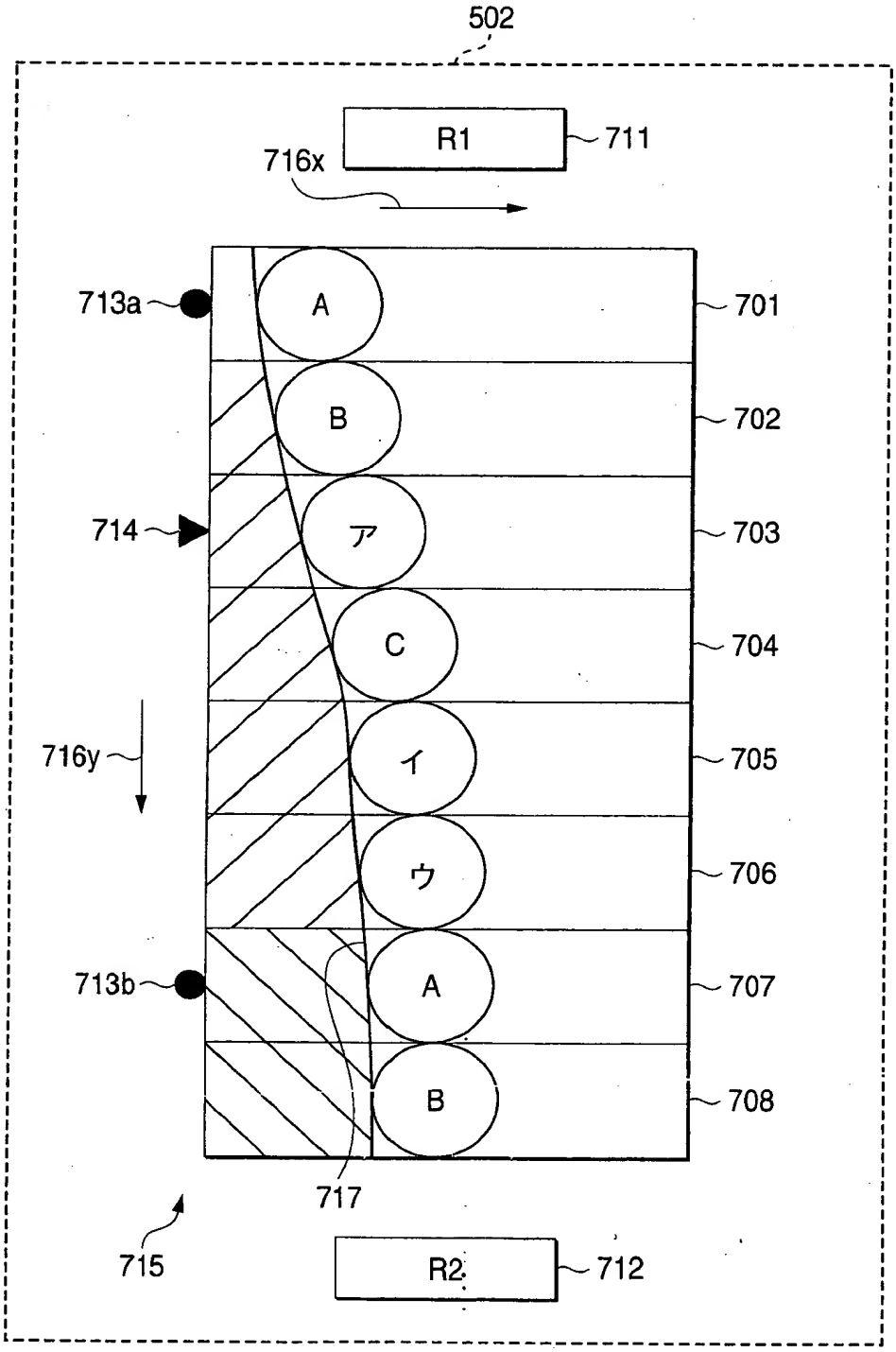

601
SERVER GROUP
603
CERTIFICATION SERVER GROUP
609: LAN
604
605
606
607
608
618
CONTENT SERVER GROUP
MESSAGE SERVER GROUP
MAIL SERVER GROUP
PROFILE SERVER GROUP
GAME SERVER GROUP
NETWORK
110
10
10a
10b
10c
VIDEO GAME MACHINE
VIDEO GAME MACHINE
VIDEO GAME MACHINE
VIDEO GAME MACHINE

FIG. 7


502
R1
711
716x
713a
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716y
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706
713b
A
707
B
708
717
715
R2
712